

Outline Thesis Fako Berkers

I want to enable the audience to see or experience consequences of technology upon ordinary life, because I think everybody has the right to know how technology is shaping our reality.

With my current project I'm working with browser cookies. These cookies are files that get stored on your computer to remember your preferences, login information or other personal data. I'm interested in how these cookies function socially as well as technically and what people can do to counter browser cookies if they want to.

The cookie technology facilitates an inequality between companies, that got to dominate the technology, and users. This unequal power relation is precarious, because the companies need the users to generate the data that they sell. However the presence of a power relation remains obscured for most users. With this thesis I want to disseminate the relation between companies and users in order to raise awareness and explain the reasons why I'm making my project.

OUTLINE FROM HERE

introduction

What the hell was I thinking when I started this?

who are the users

Maybe unnecessary, very short, who do I consider users.

what is a cookie

A more lengthy explanation without going into gory details, but also without oversimplification. How does it work basically? What are its functions? A bit of history!

who are the (3rd party) companies

Explanation about Google, Facebook and other ad/data services like Zynga. What is their revenue model? How big is the industry?

advantages of cookies

- login
- preferences
- shopping cart
- local statistics
- possible other data

disadvantages of cookies

- data leaks (hacking + social engineering)
- disproportionate cumulation of capital == totalitarian system != liberalism
- seamless search is a biased search
- the social bubble of confirmation

propaganda around cookies

Demystify words like convenience, anonymous and other words that are used to signal to the user to

fall asleep.

ways of intervening

Pro's and cons of browsers and their tools like Ghostery, Cookie Monster, Chrome Cookies etc.

my projects way of intervening

Explaining the project.

possible consequences of intervening

- what does it mean for things to be free?
- what does it mean for people to share?
- how may an intervention disrupt free and sharing?
- what could the economical damages?
- how much is an user willing to understand?

alternative solutions apart from intervening

- local storage without thin-clients
- Google has offered to pay for real recently!
- Inmarket corrections (Safari scandalizing Google)
- status quo
- fingerprinting the browser (sophisticated tracking system of the future)

conclusion

Have I wasted my time the past year?

PROJECT PROPOSAL FROM HERE

Previous practice

Free is Too Cheap

Everytime an user go's to a website where Google makes use of the hard drive of the user. My section will inform the user that he/she has made money because Google is paying rent for using the users hard drive. In reality no money gets transferred.

I think it's unfair that Google does not have to pay rent when it makes use of my property when I go on the Internet, while I pay for the things I use. With Free is Too Cheap I wanted to raise awareness for this.

Into the Deep

Into the Deep is a performance where I mimic the movements of a virtual human like figure, who was taught to walk by a computer program. The performance would be in the middle of the shopping crowd and last for 15 minutes. Afterwards I would tell the audience what the inspiration for my movements were and we would discuss the nature of the computer program that had taught a 3D model how to "walk".

By putting the output of a computer program into the real world, through acting out the movements, I create a space for discourse about the functioning of the computer system and the

functioning of the people who share the space with that program during the performance.



Current research goal

Apart from the question how I can give an experience of technology I want to examine how a web video can be interactive with its surrounding website. You don't see this interaction often and I want to discover what is possible and what works as a pleasing experience for the visitor. In a way I'll be improving what I did with my [map assignment](#), where acting and webdesign come together.

Audience

I want my audience to be people who are often on the internet, but don't have an idea how it technically works. I call these people the Web-lusers. They are using the web extensively and depend on it, but are at the same time abused, because they don't know how to protect their privacy. At the same time the work should be interesting for others, because the interaction between website and webvideo will be surprising and new to many.

Project description

I want to create a music video for a techno cover of “should I stay or should I go now” by The Clash. The lyrics will be about how online advertisers are making money by using our personal hard drives and exploit us by not paying for this use. In one verse Cookie Monster will ask for a cookie donation to charity, since he is part of the 1% without cookies. Another verse will feature Miss Piggy who tries to convince you that you should take her great personality as agent in the cookie industry. Imagery for the video clip may consist of myself walking through a webshop together with the Muppets. During the chorus people may see jewelry that is made of cookies.

Besides the clip I will make a fake Youtube site, which will be used to spread the clip online. As you watch the video “on Youtube” things will happen to the site which will probably strike you as being odd. For instance when the lyrics speak about “the virtual tracking eye” a commercial on Youtube will change into an evil looking eye.

The video clip transforms into a game where you can feed your cookies to Cookie Monster or Miss Piggy. In the game these two characters will quibble to get your cookies, that will be visible inside the browser.

To play the game you need to install an add on. This add on will not only provide the game functionality, but also a cookie blocking mechanism. There will be two modes of blocking. In the first

version cookies get “eaten” and they are all blocked. The Miss Piggy version will not only block but also register the cookies of the user in order to demand money from the advertisement companies for future allowance. In other words the blocker only allows cookies if the user gets paid for it.

To promote the use of the add on I will conduct workshops and tutorial videos on how people can start using privacy protection tools. The workshops may include theatrical games that embody the working of cookie technology and the politics of consumer/producer relations. Making cookie jewelry will probably be on the schedule also.



Project motivation

My motivation for this project is similar to my motivation for “Free is Too Cheap”. I want to use multiple media in my project because I want my graduation project to reflect my broad practice and skills.

If you want to use an office for a business you have to pay rent to the owner of the building where that office is located. When online advertisement companies make money by selling targeted advertisements they make use of your hard drive. It's unfair to make you pay for things, that are not your property, while others don't pay anything when they use your property. My project aims to provide experiences that will make it easier to understand the mechanisms that are at work with cookie technology. People can then decide for themselves how they want to act upon that information.

Part of my methodology is that the audience gets an image of what the computer is doing which would otherwise be obscured from view. An example of this are the cookies that become visible during the game, which should reference to the sites where they were installed. Another one is the privacy workshop where we'll play out the mechanisms that are at work.

I also offer alternative tools that allow the users to interact with a computer system in a different way that hopefully provides in a need to make the computer do what the user wants it to do, instead of making the user do what a designer wants the user to do. The cookie blocker is a good example of this.



Technical realization

For the videoclip I want to make higher quality recordings in the green screen studio and use After FX as a video tool. I'll use the HTML5 video tag in combination with Javascript to publish my videos, because it allows for real-time video sequencing and interactivity between browser and website. To make life easier I may want to use libraries like PopcornJS and JPlayer. For visualizing cookies in the browser I want to use an add on. This add on will, next to code to visualize cookies, include code from

the Cookie Monster add on which has a blocking mechanism. I'd need to rewrite the code in order to get the functionality in "Miss Piggy Mode".

Related artworks

[Ghostery](#), [Adblock Plus](#), [Cookie Monster](#) are not artworks but tools that can help a user to get rid of cookie technology in some way. My project differs from these projects since I want the user to make money by selling his or her cookies in a collective. [Google-alarm](#) is an artwork that raises awareness of track technology. Personally I want people to take action when they have this awareness. [Artvertizer](#) is an artwork that uses augmented reality to swap commercials in real life with artwork. I'm inspired by this work since I'm planning to swap online commercials with something else. [The Revolving Internet](#) and [FB resistance](#) are changing the well known icons of Facebook and Google in a similar manner as I want to change Youtube. [The Muppets: Bohemian Rhapsody](#) is a persiflage of the Queen video clip. I also want to use a Muppet in my clip. The site of [Requiem For A Dream](#) is an example where a site is not really a site. With my Youtube phising I want to reach a similar experience.

Thesis

In my thesis I want to explore the notion of "free". What does it mean to get something for free in our society? What different kinds of free can be distinguished and what is said about them? I'm interested in the economic notion of free because my project aims to get money for something which is at the moment taken freely. To truly stand behind my project I need to know exactly what it means to ask money for that which companies use for free. I want to look at this topic from different angels. People who are in favor of free as well as people who think we are working for nothing and their reasons for thinking that way are going to be addressed in the thesis.

Bibliography

Here is a list of books and movies that are relevant for my project.

- "Free" Chris Anderson
- "Immaterial labor" Lazzarato
- "Perform or Else: From Discipline to Performance" Jon McKenzie
- "Reality TV: The Work of Being Watched" Mark Andrejevic
- "Google Analytics" Justin Cutroni
- "Viral Loop" Adam Penenberg
- "Request for Comments: 2965" Kristol, D and Montulli, L.
- "The Telekommunist Manifesto" Dymitri Kleiner

Evaluation

I would like to be evaluated on to what extend I managed to make the interaction happen between website and webvideo. The interaction should be appealing and it is this aspect of the work that should keep people interested and waiting for more things to happen. All acting should work realistically

together with objects entering and leaving the webvideo. However I'll not be too strict concerning the overall aesthetic image even though I'll try to work together with a visual artist.



Planning

month	clip	phising	game
December	Buy Miss Piggy doll Script the storyboard	Make the storyboard	Make the storyboard
January	Search voice actors Further script lyrics after feedback Work on song	Get critique storyboard Design track tech. elem. Study Youtube HTML5	Get critique storyboard Make fake prototype
February	Do green screen tests Work on song	Create animations	Comp. proto/possibilities Improve gameplay
March	Further prepare/rethink on tests Record the sound	Create animations Create fake censored message	Look for binding with Cookie Monster
April	Record the clip + game	Test synchronousness	Code the game
May	Do montage Re-record	Test Popcorn with sequencing	Test on users
June	Finish montage Publish		Finish the game
July	Go to publishers Prepare for exhibition	Prepare for exhibition	Prepare for exhibition

month	add-on	cookie jewelry	workshop
December	Study source code	Search for artists	
January	Get advice on approach	Make Drupal base install	
February	Code changes	Initiate website design	
March	Code changes	Finish the site	Prepare workshops

month	add-on	cookie jewelry	workshop
April	Test on users	Test web sequencing Test site on users	Search venues
May	Code changes	Create web sequencing	Search venues
June	Code changes, publish	Improve Drupal experience	Do workshops
July	Prepare for exhibition	Prepare for exhibition	Do workshops

Budget

Expected expenses

Muppets	160
Red cloth	100
Cookies	30
Actors	200
Co-workers	500

Expected income

Workshop	?
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